

# UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Trademark Office Address: COMMISSIONER FOR PATENTS P.O. Box 1450 Alexandria, Virginia 22313-1450 www.usplo.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/702,323	11/06/2003	Alfred Thomas	WMS-030	7911
70243 7590 05/18/2007 NIXON PEABODY LLP			EXAMINER	
161 N CLARK ST.			LANEAU, RONALD	
48TH FLOOR CHICAGO, IL 60601-3213			ART UNIT	PAPER NUMBER
			3714	
		·	MAIL DATE	DELIVERY MODE
			05/18/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

#### Response to Amendment

1. The response filed on 02/20/07 has been entered. Claims 1-49 remain pending.

#### Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

- (e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.
- 3. Claims 1-11, 16-31 and 36-49 are rejected under 35 U.S.C. 102(a) as being anticipated by Nicastro, SR (US 2003/0027619 A1).

As per claims 1, 19 and 40, Nicastro discloses a method of conducting a game on a gaming machine, the gaming machine including a controller having a processor and a memory (see page 2, [0033], fig. 12), the method comprising: displaying the game on a video display of the gaming machine (see fig. 1, 16), the game including a displayed grid and a plurality of displayed video reels (see figs. 2-6), the displayed grid having a plurality of rows, each of the plurality of rows having a plurality of tiles (see fig. 6); enabling a first player selection of a first tile from a first row of the displayed grid (see page 4, [0052]); detecting the first player selection of the first tile from the first row (see fig. 6); in response to the first player selection, causing the plurality of video reels to spin and stop to display a first outcome (see fig. 6), and causing a first action associated with the first player selection; and awarding a first award to the player based on the first outcome (see page 7, [0070], figs. 12-14).

As per claims 2 and 26, Nicastro discloses a method wherein the method further includes displaying a plurality of tokens on the video display prior to enabling the first player selection (see figs. 10-11).

As per claims 3, Nicastro discloses a method wherein the game comprises a bonus game, and wherein play of the bonus game is initiated by a bonus triggering event occurring during a wagering base game conducted on the gaming machine, the bonus triggering event resulting in the plurality of tokens displayed on the video display (see abstract).

As per claims 4 and 20, Nicastro discloses a method wherein the first award comprises a first credit amount; wherein the first action comprises; causing the game to end if no token is displayed on the video display, and causing the first credit amount to be added to a credit meter of the gaming machine (see page 2, [0035] and page 3, [0044]).

As per claims 5-9, 16, 18, 21-25, 27-29, 36-38, and 41-48, Nicastro discloses a grid selection of a tile but Champion discloses a gridlock strategy game which comprises: enabling a last player selection of a last tile from a last row of the grid; detecting the last player selection of the last tile from the last row; in response to the last player selection, causing the video reels to spin and stop to display a last outcome, and enabling a secondary bonus game having a guaranteed award if the last tile is not a trap tile (see fig. 12); and awarding a last credit amount to the player based on the last outcome; enabling a last player selection of a last tile from a last row of the grid (see figs 10-12); detecting the last player selection of the last tile from the last row; in response to the last player selection, causing the video reels to spin and stop to display a last outcome, and enabling a secondary bonus game having a guaranteed award if the last tile is a

trap tile and at least one token is displayed on the video display (see fig. 10); and awarding a last credit amount to the player based on the last outcome (see page 4, [0050] and [0052].

As per claims 10, 11, 30 and 31, Nicastro discloses a method wherein the first tile comprises a multiplier and wherein the first action comprises: multiplying the first credit amount with the multiplier to yield a first multiplied credit amount, the first multiplied credit amount more valuable than the first credit amount, and enabling a second player selection of a second tile from a second row of the grid if at least one row remains of the grid (see page 4, [0052], fig. 6).

As per claim 17, Nicastro discloses a method wherein the game comprises a bonus game, and wherein play of the bonus game is initiated by a bonus triggering event occurring during a wagering base game conducted on the gaming machine, the bonus triggering event resulting in the plurality of tokens displayed on the video display (see abstract).

As per claims 39 and 349, Nicastro discloses a method wherein the plurality of game play images comprise a plurality of video reels, and wherein the first outcome comprises a first reel symbol array (see fig. 1).

## Allowable Subject Matter

4. Claims 12-15 and 32-35 are objected to as being dependent upon a rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims.

As per claims 12-15, none of the references, either singularly or in combination, discloses or even suggests: a method further comprising: enabling a second player selection of a second

tile from among a plurality of tiles of a second row of the grid, wherein the plurality of tiles of the second row includes one safe tile and two hidden tiles, a first hidden tile of the two hidden tiles including a trap tile and a second hidden tile of the two hidden tiles including a token tile, a location of the one safe tile known to the player, the second player selection of the one safe tile precluding loss of a token; detecting the second player selection of the second tile from the second row; in response to the second player selection, causing the video reels to spin and stop to display a second outcome, and causing a second action associated with the second player selection; and awarding a second award to the player based on the second outcome.

As per claims 32-35, a method further comprising: detecting a second player selection of a second tile from among a plurality of tiles of a second row of the grid, wherein the plurality of tiles of the second row includes one safe tile and two hidden tiles, a first hidden tile of the two hidden tiles including a trap tile and a second hidden tile of the two hidden tiles including a token tile, a location of the one safe tile known to the player, the second player selection of the one safe tile precluding loss of a token; in response to the second player selection, causing the plurality of game play images to display a second outcome, and causing a second action associated with the second player selection; awarding a second award to the player based on the second outcome.

### Response to Arguments

5. Applicant's arguments with respect to claims 1-49 have been considered but are moot in view of the new ground(s) of rejection.

Application/Control Number: 10/702,323 Page 6

Art Unit: 3714

Conclusion

6. Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Ronald Laneau whose telephone number is (571) 272-6784. The

examiner can normally be reached on 7:30 - 3:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, Robert Pezzuto can be reached on (571) 272-6996. The fax phone number for the

organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent

Application Information Retrieval (PAIR) system. Status information for published applications

may be obtained from either Private PAIR or Public PAIR. Status information for unpublished

applications is available through Private PAIR only. For more information about the PAIR

system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR

system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would

like assistance from a USPTO Customer Service Representative or access to the automated

information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

Ronald Laneau Primary Examiner

Art Unit 3714

RONALD LANEAU PRIMARY EXAMINER

5/12/07

Ronald Donese

rl